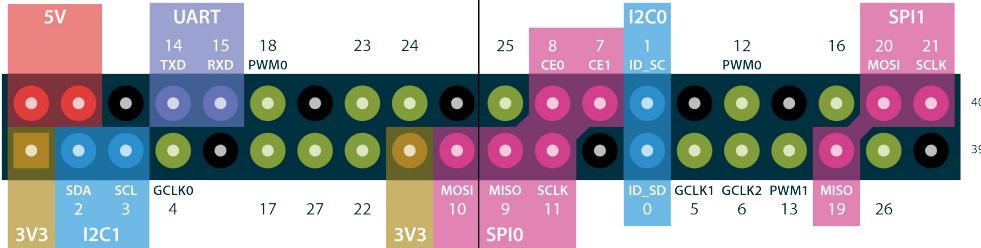


## Pins

Raspberry Pi GPIO BCM numbering



BCM: Pin-Nummern am Chip  
BOARD: Pin-Nummern auf dem Board.

Weitere Informationen über Pins:  
<http://pinout.xyz>



RaspberryPi CheatSheet

Notizen

## Blinkende LED - Quelltext

```
#blink .py
# Bibliotheken importieren
import RPi.GPIO as GPIO
import time

LED = 7      # Pin 7 (BCM 4)

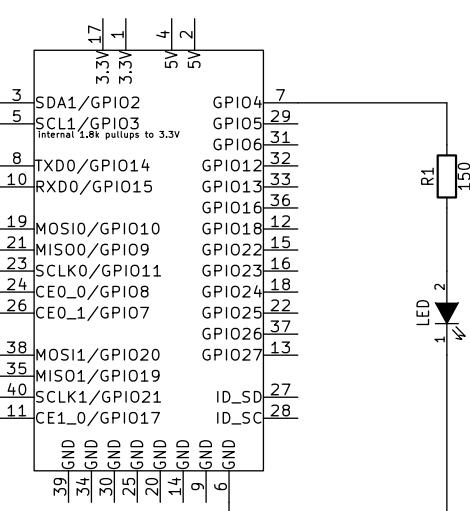
# Board-Nummierung
GPIO.setmode(GPIO.BCM)
# LED-Pin als Ausgang
GPIO.setup(LED, GPIO.OUT)

try:
    while True:
        GPIO.output(LED, True) # LED an
        print("blink")
        time.sleep(0.5)
        GPIO.output(LED, False) # LED aus
        time.sleep(1)
except KeyboardInterrupt:
    GPIO.cleanup()
```

Programm starten  
\$ python3 blink.py

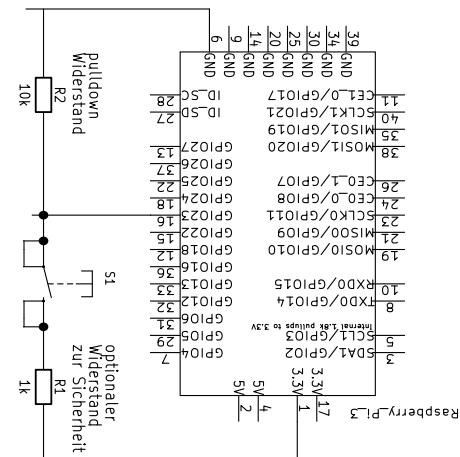
## Blinkende LED - Schaltung

Raspberry\_Pi\_3



\$ Python3 Taster .py

```
# Taster auslesen
GPIO.setmode(GPIO.BCM)
# Taster-Pin als Eingang
GPIO.setup(TASTER, GPIO.IN)
# BCM-Nummierung
GPIO.setmode(GPIO.BCM)
# Taster auslesen
GPIO.input(TASTER)
# Taster-Pin als Eingang
GPIO.setmode(GPIO.BCM)
# Taster auslesen
GPIO.input(TASTER)
try:
    while True:
        if GPIO.input(TASTER) == 1:
            print("Taster ausgessen")
            time.sleep(0.5)
        else:
            print("Taster nicht ausgessen")
            time.sleep(0.5)
except KeyboardInterrupt:
    GPIO.cleanup()
```



Taster auslesen - Schaltung

## Taster auslesen - Quelltext

#taster .py

```
# Bibliotheken importieren
import RPi.GPIO as GPIO
import time

# Taster auslesen
GPIO.setmode(GPIO.BCM)
# Taster-Pin als Eingang
GPIO.setup(TASTER, GPIO.IN)
# BCM-Nummierung
GPIO.setmode(GPIO.BCM)
# Taster auslesen
GPIO.input(TASTER)
try:
    while True:
        if GPIO.input(TASTER) == 1:
            print("Taster = 23 # Pin 16 (BCM 23)
        else:
            print("Taster = 24 # Pin 17 (BCM 24)
        time.sleep(0.1)
except KeyboardInterrupt:
    GPIO.cleanup()
```